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**PROGRAMMING GUIDE**

Congratulations, you have just purchased the **E72 EntryCheck by SDC**, the most advanced stand-alone door lock and access control system on the market today. The lock, designed for easy installation, will provide years of reliable service when properly installed and maintained.

This manual is designed to act as a guide through the many features and functions of your upgradeable E72 EntryCheck stand-alone access control system.

Please take the time to read it thoroughly and follow the instructions carefully so that your experience will be positive and trouble free.

SDC would like to thank you for selecting the E72 EntryCheck for your access control needs.

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For more information about the E72 EntryCheck, or the complete SDC product line, new product announcements, pricing and templates, visit our website at:

[www.sdsecurity.com](http://www.sdsecurity.com)

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**KEYPAD INFORMATION**

The E72 EntryCheck keypad has two special keys: the **Terminator** and the **Programming key**.

- **Terminator** - This key functions like the “enter” key on a computer. Once the terminator is pressed, the information entered is saved. The default terminator key for the E72 is “\*”.
- **Programming key** - This key is used when entering the programming mode. It is also used by the GGM for lock initialization. The default programming key is the “#” key.

To **program multiple functions** into the E72 at one time, at the end of the function instead of selecting the “\*” key, select the “#” key. This will save the last function you entered, and return you to the “enter function number” area of programming. This will eliminate the repeated entry of your valid code.

**USER CODE DEFINITIONS**

**Creating the GGM Code** - When creating the GGM code, this also creates the format for all other user codes. All users have the same length code, a minimum of 6 and a maximum of 9.

**User Identification Number (UID)** - a unique number assigned to each user. The UID has the the length of a minimum of 3, maximum of 4 digits. The UID appears on the audit trail showing user history for that E72.

**Group Number** - The user address. The Group Number is not entered for access, but used for management organization purposes. **THE GROUP NUMBERS RANGE RANGE 02-99. GROUPS 02-09 ARE RESERVED FOR MANAGEMENT LEVEL PERSONNEL; SCHEDULING FUNCTIONS CANNOT RESTRICT THESE USERS.** Groups 10-99 are for user groups. These groups should contain users with similar access rights and times, allowing management to schedule access times by group rather than individual users.

**Personal Identification Number (PIN)** - a number which can consist of digits, letters and multiple key depressions, not necessarily unique for each user. (minimum 3 digits, maximum 6 digits.)

**Valid User Code** - This number is **UID and PIN** entered into the E72 to gain access, or enter programming mode. For a user to program a function, they must have a valid user code and correct security level. Minimum group security level for each function is listed at the top of each page.

**Incorrect Valid User Code Entry** - If a user incorrectly enters their code 3 times in a row, the lock will go into a time-out mode for 20 seconds (showing a red LED). If the incorrect code is entered again, the time-out will increase to 40 seconds. This is to deter tampering with the lock.

**Incorrect Entry** - If an incorrect entry is made during the programming of a function, the lock will respond with a single beep and a red LED. You must now restart at Step 1, Valid User Code.

**Time-out** - Once you begin entering information into the E72, if you pause for 5 seconds or more, the lock will time-out. (*Time-out duration 5 seconds.*) Previous information entered for that function is deleted and you will need to begin the process again at Step 1, Valid User Code.

**Scheduled Event** - An event which has a time or date stamp associated with it.

**SCHEDULING FUNCTIONS**

The lock is shipped from the factory with the batteries included but not installed. The **Date** and **Time** stamps on the E72 will be incorrect. **Before proceeding, enter the correct Time (Func. 12 pg 3) and Date (Func. 13 pg 4).**

If scheduling functions are initiated, **ALL USERS MUST HAVE ASSIGNED SCHEDULES TO GAIN ACCESS EXCEPT MANAGEMENT LEVEL GROUPS 02-09.** If no schedules are installed, all users will have access at all times, provided they have a valid user code. For the maximums for each category see page 30.

**Batteries**

**THE E72 IS SHIPPED WITH 4 AA ALKALINE BATTERIES.** The life span of the batteries has been tested in two different ways.

The first test was performed to see how many operations could be performed repeatedly before a failure. The test averaged 150 thousand operations. The second test was performed over time for normal operations. This test revealed that the E72 batteries would last approximately four years at 80 - 90 thousand operations. Using the current factory settings, the lockset is set for optimized power usage.

**Changing the Batteries**

When the batteries need to be changed, you will have 10 minutes to remove the old batteries and install the four new AA batteries, before memory is effected. **IT IS RECOMMENDED TO USE ONLY ALKALINE BATTERIES**, due to the predetermined power settings in the lock. The alkaline battery has a gradual curve in the drop off voltage. This curve determines the power settings for the two stages of battery warnings and the Fail Safe settings. A lithium battery differs from an alkaline battery in the life cycle of the battery cell. A lithium battery has a very sharp drop off voltage, going from fully charged to a dead cell quickly. This makes monitoring the voltage settings impossible.

**Two Stage Low Battery Warning**

**The E72 has a two-stage low battery warning.**

The **first warning stage** will change the tone and the sound of the audio **from a single beep to a double beep** when the user enters their code.

The **second warning stage** will be a **double beep every hour. BATTERIES SHOULD BE CHANGED IMMEDIATELY.** Double beeps will occur until the batteries fail.

**To ensure the lock fails in a “locked” mode, use Function 36 Fail Secure or the lock will fail in it’s last state, either open or closed.**

The batteries can also be checked visually using Function 17, Battery Status Check. The battery status will be displayed on every audit trail as well.

**Nightly Self Diagnostics****Nightly Self Diagnostics**

The E72 will perform a self-test once a night at 2400 hours. This test will ensure that all components are fully functioning and operating correctly. This test will only take a few milliseconds and will not be noticeable to the end users.

**RESETTING THE E72**

There may be a time when you need to fully reset your E72 and start over. If you reset the E72, all previous information in the lock memory will be lost. *(This includes: users, scheduling, GGM code, E72 ID and lock settings.)*

**Here are the steps to perform a full reset.**

1. Remove batteries.
2. Wait approximately 5 minutes to allow capacitor to discharge.
3. **If you have a sensor array package**, turn the key in the lever and hold it in position while completing steps 4 and 5.  
**If you do not have a sensor array package**, install a jumper *(not included)* in the connector with the yellow and black wires.
4. Insert the batteries.
5. The LED will first turn red. When it changes to green, the lock is reset.
6. Remove the key or jumper (to remove jumper depress yellow and black wire connector catch).

The lock is back to factory default. *(Restart by re-initializing the lock.)*

**E72 Memory Upgrades****E72 MEMORY UPGRADES**

Memory upgrades can be purchased from your local SDC distributor or directly from the factory. These upgrades are permanent and cannot be downgraded, even after a long storage period with no batteries. To upgrade your E72 memory, there are 3 steps.

**1. Obtain the lock serial number.**

The serial number is printed on the exterior backplate of the E72.

Or, using the IDT, the serial number appears on the IDT display, as well as, on the header of the audit trail *(Func. 15)*.

**2. Obtain upgrade code.**

Call SDC at 1-805-494-0622 with your serial number. An SDC customer service representative will take your order and fax back/call back with your upgrade code. Please retain your upgrade code for your records.

**OR**

Call your local SDC distributor with your serial number. They will obtain your upgrade code and fax back/call back with your upgrade code. Please retain your upgrade code for your records.

**3. Install upgrade number into the E72.**

Using Function 20, *(Lock Upgrade)* enter your upgrade code from the back of your upgrade card.

**Note: By upgrading the E72's memory, the lock will reset to the factory defaults. All information currently stored in the memory will be lost.** It is recommended before updating your memory, use the IDT to download an audit trail *(Func. 15)*. This will allow you to use the information later to update the E72's memory. After the upgrade is complete, the E72 is re-initialized and the GGM code is created, stored information can be uploaded from the IDT *(Func. 14)*.

**NOTE: GROUPS 02-09 ARE RESERVED FOR MANAGEMENT LEVEL PERSONNEL.  
SCHEDULING FUNCTIONS CANNOT RESTRICT THESE USERS.**

Group Name	Group No.	Description
Factory Code <b>FC</b>	None	Factory code "9991234" is the code entered into the lock on new installations or after full resets. The factory code will act as the starting point for setting up the lock program.
Great Grand Master <b>GGM</b>	None	Every lock must contain only one <b>GGM</b> code. The <b>GGM</b> has the highest level of security authorization. Due to the <b>GGM's</b> security level, this code should not be used on an everyday basis. The <b>GGM</b> user code will set the standard format for all users.
Grand Master <b>GM</b>	02	<b>GM</b> is the highest level of security that should be used on an everyday basis. The <b>GM</b> has full programming rights at all times.
Master <b>M</b>	03	<b>Master</b> has programming rights to control user access, but not functions which effect the security settings of the E72.
Supervisor Group	04	This is the last management group with ability of First Supervisor To Arrive <i>(Func. 31)</i> access.
Security Guard Group	05	This level allows group members to upload/download audit and scheduling information to the lock using the IDT.
Emergency Group	06	For Police, Fire Department, Emergency Medical Services etc. At this level, the group has access at all times, with no programming ability
Maintenance Group	07	This level is for a group that needs access to the lock at all times. (Ex. plumber, HVAC etc.) No programming ability.
Service Group	08	This level is for a group that needs access to the lock at all times. No programming ability.
Open Group	09	This level is for a group that needs access to the lock at all times. No programming ability.
Users	10-99	These groups have limited access as programmed with no programming ability.

**Function Number** → **Function 03** **Function Name** → **Group Schedule**

**Minimum Group Security Level Needed To Program Function** → **Level: Master** **Function Description** →

Function schedules **OPEN** and **CLOSE** time/day for an established **GROUP** of users. This function differs from the Basic Schedule (*Func. 02*), in that specific **GROUPS** can be granted access.

STEPS	ENTRIES	VISUAL / AUDIO
1. Enter your UID and PIN.	Valid User Code <input type="text"/> #	
2. Enter Function Number.	Function Number <input type="text"/> 0 <input type="text"/> 3 <input type="text"/> *	
3. Enter Day Code from list below.	Day Code <input type="text"/> 0 <input type="text"/> 8 <input type="text"/> * <small>See Day Code Mgmt. Defined</small>	
4. Enter appropriate Group Number.	Group <input type="text"/> 1 <input type="text"/> 2 <input type="text"/> * <small>Mgmt. Defined</small>	
5. Enter Open Time.	Open Time <input type="text"/> 07 <input type="text"/> 00 <input type="text"/> * <small>(Military) Hours Minutes</small>	
6. Enter Close Time.	Close Time <input type="text"/> 17 <input type="text"/> 00 <input type="text"/> * <small>(Military) Hours Minutes</small>	
7. Enter * to exit or to continue programming, enter # and return to Function Number. (Step 2)	Exit <input type="text"/> * <small>See Note</small>	

**LED /Audio Entry Confirmation**  
G = Green  
Y = Yellow  
R = Red

**Grey boxes are for entering required information**

**White boxes are for entering variable information.**

**Day Code**

Day Code	Must be entered as a 2 digit code.
01-07	Individual Days (Ex: Monday = 01)
08	Weekdays - Monday through Friday
09	Weekends - Saturday & Sunday
10	Even Weekdays - Tuesday & Thursday
11	Odd Weekdays - Monday, Wednesday & Friday
12	Override Pre-Programmed Holidays
13	All Days

**Note**

To DELETE ALL GROUP SCHEDULES, enter "0" in place of the **DAY CODE** then EXIT "\*".  
For **MANAGEMENT GROUPS (02-09)** Group Schedule **CANNOT** be employed.  
For **USER GROUPS (10-99)** Group Schedule **CAN** be employed.  
ENTER "\*" to RETURN to **FUNCTION NUMBER** and continue programming.

**IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.**

**Level: Master**

The **LOCK ID INITIALIZATION** process can be implemented **ONLY** using the **FACTORY CODE**.

This occurs when:

- The lock is first installed
- After the lock has been reset. (*See page v.*)

ENTRIES	VISUAL / AUDIO
1. Factory Code <input type="text"/> 9991234 <input type="text"/> #	
2. Lock ID <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> # <small>User Defined 6 Digits</small>	

**Note**

The default **LOCK IDENTIFICATION NUMBER** for this function is 000001.

Use "0" to indicate blanks. (Ex. Room 321 = 321000 or 000321).

We recommend that each lock be given a unique **ID Number**.

In order to add the **ID Number** later, the lock must be fully reset.

**IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.**

Level: Master

When the **Great Grand Master (GGM)** is entered it has the two components that are found in all codes.

- 1. **User ID (UID)** 3 to 4 DIGITS
- 2. **Pin Number (PIN)** 3 to 6 DIGITS/ALPHA/MULTIPLE KEY DEPRESSIONS
- 3. **UID** and **PIN** have a **MAXIMUM TOTAL LENGTH** of 9 DIGITS.

The length of the **GGM's UID** and **PIN** determine the length of all **FUTURE MANAGEMENT** and **USER CODES**. This allows the **GGM** to set the overall level of security for the lock at the time of initialization.

ENTRIES	VISUAL / AUDIO
1. Factory Code	<div>9991234 *</div> <div></div>
2. User ID	<div><div><div></div><div></div><div></div><div></div></div> #</div> <div>User Defined (3-4 Digits)</div> <div></div>
3. PIN	<div><div><div></div><div></div><div></div><div></div><div></div><div></div></div> #</div> <div>3 to 6 Alpha-Numeric</div> <div></div>



**UID MUST** be DIGITS ONLY.  
**PIN CAN** be ALPHA/NUMERIC/MULTIPLE KEY DEPRESSIONS.  
No group number is given to the **GGM**.  
Only **ONE GGM** per lock.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

**TIME MUST BE SET PRIOR TO ACTIVATING SCHEDULING.**  
This function **SETS** the **INTERNAL TIME** of the **LOCK**. The lock uses military time and is automatically updated when the upload/download module (**IDT**) is used. Ex. 1530=3:30 p.m.

ENTRIES	VISUAL / AUDIO
1. Valid User Code	<div><div></div> #</div> <div></div>
2. Function Number	<div><div><div>1</div><div>2</div></div> *</div> <div></div>
3. Time	<div><div><div>Mgmt. Defined</div><div><div></div> Hours</div><div><div></div> Minutes</div></div> *</div> <div></div>
4. Exit	<div><div></div> *</div> <div></div>
See Note	







**TIME MUST BE SET PRIOR TO ACTIVATING SCHEDULING.**  
The Default for this function is **DAYLIGHT SAVINGS TIME ENABLED**.  
To **DISABLE DAYLIGHT SAVINGS** time, press "0" as the **LAST DIGIT** of the time entry.  
Ex. 18380 = **DISABLED**    1838 = **ENABLED**  
For **Military Time Conversion Chart**, see page 30.  
**ENTER "#"** to return to **FUNCTION NUMBER (Step 2)** and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.



Level: Master

DATE MUST BE SET PRIOR TO ACTIVATING SCHEDULING.  
This function SETS the MONTH, DAY, YEAR and DAY OF THE WEEK.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 1 <input type="text"/> 3 <input type="text"/> *	
3.	Enter Date <input type="text"/> <input type="text"/> <input type="text"/> * Month Day Year	
4.	Exit <input type="text"/> * See Note	









Note

DATE MUST BE SET PRIOR TO ACTIVATING SCHEDULING.  
The **DEFAULT** for this function is **MM/DD/YY**.  
**ALTERNATE DATE FORMAT** can be used by entering: **DD/MM/YY** "0" "\*".  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

This function creates **NEW** users or deletes **EXISTING** users. All **USERS** are **REQUIRED** to have a **GROUP NUMBER** (See page iii). **GGM Code** sets standard length format for all **USER CODES**. (See page iii.)

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 0 <input type="text"/> 1 <input type="text"/> *	
3.	User ID <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> * Mgmt. Defined (2-4 Digits)	
4.	Group Level <input type="text"/> <input type="text"/> * Mgmt. Defined 02-99 (2 Digits)	
5.	PIN <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> * Mgmt. Defined	
6.	Exit <input type="text"/> * See Note	



Note

To **DELETE** user, enter "0" in place of **GROUP** then **EXIT "\*"**.  
**GGM CODE** sets standard length for all **USER CODES**. (See page iii.)  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

Level: Master

The **BASIC SCHEDULE** function is a powerful tool that recognizes those scheduling **TIMES** that **GROUPS** have in **COMMON**. It was designed to give an overall framework to the lock effectively minimizing scheduling under other more cumbersome functions. Ex: All groups have access from 8 am to 5 pm daily. The Basic Schedule is used rather than making separate entries under the group schedule function. The **BASIC SCHEDULE** (*Func. 02*) works in conjunction with **PASSAGE SCHEDULE** (*Func. 05*) and **HOLIDAY SCHEDULE** (*Func. 09*).

**BASIC SCHEDULE DOES NOT work with GROUP SCHEDULE** (*Func. 03*) or **USER SCHEDULE** (*Func. 04*).

ENTRIES	VISUAL / AUDIO
1. Valid User Code	<div><div></div><div>#</div><div>G Y G</div></div>
2. Function Number	<div><div>0</div><div>2</div><div>*</div><div>G</div></div>
3. Day Code See Day Code	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Mgmt. Defined</div>
4. Open Time (Military)	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Hours Minutes</div>
5. Close Time (Military)	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Hours Minutes</div>
6. Exit See Note	<div><div>*</div><div>G Y R</div></div>

**Day Code** *Must be entered as a 2 digit code.*

01-07	Individual Days (Ex: Monday = 01)
08	Weekdays - Monday through Friday
09	Weekends - Saturday & Sunday
10	Even Weekdays - Tuesday & Thursday
11	Odd Weekdays - Monday, Wednesday & Friday
13	All Days

  
Note

To **DELETE BLANKET SCHEDULE**, enter "0" in place of **DAY CODE** then **EXIT "\*"**.

**DATE** and **TIME** must be set **BEFORE SCHEDULING**.

**DAY CODES** are 2 **DIGITS** long.

For **Military Time Conversion Chart**, see page 30.

**ENTER "#"** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Function schedules **OPEN** and **CLOSE** time/day for an established **GROUP** (*10-99*) of users. This function differs from the Basic Schedule (*Func. 02*), in that specific **GROUPS** can be granted access.

**GROUP SCHEDULE DOES NOT work with BASIC SCHEDULE** (*Func. 02*).

ENTRIES	VISUAL / AUDIO
1. Valid User Code	<div><div></div><div>#</div><div>G Y G</div></div>
2. Function Number	<div><div>0</div><div>3</div><div>*</div><div>G</div></div>
3. Day Code See Day Code	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Mgmt. Defined</div>
4. Group	<div><div></div><div></div><div>*</div><div>G</div></div> <div>(Groups 10-99)</div>
5. Open Time (Military)	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Hours Minutes</div>
6. Close Time (Military)	<div><div></div><div></div><div>*</div><div>G</div></div> <div>Hours Minutes</div>
7. Exit See Note	<div><div>*</div><div>G Y R</div></div>

**Day Code** *Must be entered as a 2 digit code.*

01-07	Individual Days (Ex: Monday = 01)
08	Weekdays - Monday through Friday
09	Weekends - Saturday & Sunday
10	Even Weekdays - Tuesday & Thursday
11	Odd Weekdays - Monday, Wednesday & Friday
12	Override Pre-Programmed Holidays
13	All Days

  
Note

To **DELETE ALL GROUP SCHEDULES**, enter "0" in place of the **DAY CODE** then **EXIT "\*"**.

For **MANAGEMENT GROUPS** (02-09) Group Schedule **CANNOT** be employed.

For **USER GROUPS** (10-99) Group Schedule **CAN** be employed.

For **Military Time Conversion Chart**, see page 30.

**ENTER "#"** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.



Level: Master

Function schedules **OPEN** and **CLOSE** time/day for **INDIVIDUAL** user. This function is intended to work in conjunction with an existing group schedule. Ex. User "A" belongs to group "25" with access from 8 am-6 pm Mon.-Fri. User "A" also comes in Sat. The User Schedule function allows User "A" to be part of group "25" and have additional access on Saturday.  
**USER SCHEDULE DOES NOT work with BASIC SCHEDULE** (Func. 02).

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 0 <input type="text"/> 4 <input type="text"/> *	
3.	Day Code <input type="text"/> <input type="text"/> * See Day Code Mgmt. Defined	
4.	User ID Number <input type="text"/> <input type="text"/> * Mgmt. Defined (Up to 4 Digits)	
5.	Open Time <input type="text"/> <input type="text"/> * (Military) Hours Minutes	
6.	Close Time <input type="text"/> <input type="text"/> * (Military) Hours Minutes	
7.	Exit <input type="text"/> * See Note	

**Day Code** *Must be entered as a 2 digit code.*

01-07	Individual Days (Ex: Monday = 01)
08	Weekdays - Monday through Friday
09	Weekends - Saturday & Sunday
10	Even Weekdays - Tuesday & Thursday
11	Odd Weekdays - Monday, Wednesday & Friday
12	Override Pre-Programmed Holidays
13	All Days



Note

To **DELETE USER GROUP SCHEDULE**, enter "0" in place of the **DAY CODE** then **EXIT** "\*".  
For **Military Time Conversion Chart**, see page 30.  
**ENTER** "#" to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

Function **SCHEDULES TIMES** the lock will enter the **PASSAGE MODE** and when it will return to restricted Valid User Code entry. For **MANUAL PASSAGE MODE** see Func. 30.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 0 <input type="text"/> 5 <input type="text"/> *	
3.	Day Code <input type="text"/> <input type="text"/> * See Day Code Mgmt. Defined	
4.	Open Time <input type="text"/> <input type="text"/> * (Military) Hours Minutes	
5.	Close Time <input type="text"/> <input type="text"/> * (Military) Hours Minutes	
6.	Exit <input type="text"/> * See Note	



**Day Code** *Must be entered as a 2 digit code.*

01-07	Individual Days (Ex: Monday = 01)
08	Weekdays - Monday through Friday
09	Weekends - Saturday & Sunday
10	Even Weekdays - Tuesday & Thursday
11	Odd Weekdays - Monday, Wednesday & Friday
12	Override Pre-Programmed Holidays
13	All Days



Note

To **DELETE SCHEDULE PASSAGE MODE**, enter "0" in place of **DAY CODE** then **EXIT** "\*".  
For **Military Time Conversion Chart**, see page 30.  
**ENTER** "#" to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

Function allows an existing **USER** to be flagged as a **TEMPORARY USER**. The **TEMPORARY USER** will function as a normal user and will have a schedule assigned to them for access rights. The **TEMPORARY USER CODE** will become invalid once the date range has expired. The **TEMPORARY USER CODES** are not automatically erased, they remain in memory and can be re-activated.

ENTRIES	VISUAL / AUDIO
1. Valid User Code <input type="text"/> #	
2. Function Number <input type="text"/> 0 <input type="text"/> 6 <input type="text"/> *	
3. User ID Number <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> * Mgmt. Defined (Up to 4 Digits)	
4. Start Date Mgmt. Defined <input type="text"/> <input type="text"/> * Month Day	
5. End Date Mgmt. Defined <input type="text"/> <input type="text"/> * Month Day	
6. Exit See Note <input type="text"/> *	



Note

This function is **EFFECTIVE** from **0000** to **2400** hours of the day access is granted. To **ERASE** all **TEMPORARY USER FLAGS AND RETURN THEM TO USERS**, enter **"0"** **IN PLACE** of **UID** then **EXIT "\*"**.  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

This function allows a **USER** to be **REMOVED** from one group and **ENROLLED** in another existing group. Once enrolled in the new group, the **USER** conforms to the new group schedule.

ENTRIES	VISUAL / AUDIO
1. Valid User Code <input type="text"/> #	
2. Function Number <input type="text"/> 0 <input type="text"/> 7 <input type="text"/> *	
3. User ID <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> * Mgmt. Defined (Up to 4 Digits)	
4. New Group Number <input type="text"/> <input type="text"/> * Mgmt. Defined	
5. Exit See Note <input type="text"/> *	



Note

**ALL USERS** are **REQUIRED** to have a **GROUP ASSOCIATION**.  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: User

Function allows the **USER** to **CHANGE** their **PIN**. The change user **PIN** function adds overall security to the locks by allowing users to change a compromised **PIN** at their discretion. Management can prevent **PIN** changes by not making the user base aware of this functions existence.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div> #</div>	<div>G</div> <div>Y</div> <div>G</div>
2.	Function Number <div>0 8 *</div>	<div>G</div>
3.	New PIN Number <div><div></div> *</div> <div>See Note</div> <div>User Defined</div>	<div>G</div>
4.	Verify New PIN Number <div><div></div> *</div> <div>User Defined</div>	<div>G</div>
5.	Exit <div>*</div> <div>See Note</div>	<div>G</div> <div>Y</div> <div>R</div>

  
Note

If **USER** makes an **ERROR** while changing **PIN**, **OLD PIN** will still be **VALID**.  
If **USER FORGETS** their **PIN**, Management **CAN** re-enter **USER**.  
Length of **Valid User Code** = **UID** and **PIN** is management defined.  
**ENTER “#”** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

Function **DENYS USERS ACCESS** on an observed **HOLIDAY**. The lock views dates between the start date and the end date as one holiday no matter how many days might actually exist.  
Ex.: Start Date 12/24, End Date 12/24= One holiday    Start Date 12/24, End Date 12/30= One holiday.

**HOLIDAY SCHEDULING MUST BE MAINTAINED YEARLY. PAST HOLIDAYS DO NOT DELETE AUTOMATICALLY.**

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div> #</div>	<div>G</div> <div>Y</div> <div>G</div>
2.	Function Number <div>0 9 *</div>	<div>G</div>
3.	Holiday Start Date <div><div></div> <div></div> *</div> <div>Mgmt. Defined</div> <div>Month</div> <div>Day</div>	<div>G</div>
4.	Holiday End Date <div><div></div> <div></div> *</div> <div>Mgmt. Defined</div> <div>Month</div> <div>Day</div>	<div>G</div>
5.	Exit <div>*</div> <div>See Note</div>	<div>G</div> <div>Y</div> <div>R</div>







  
Note

To **ERASE** all **HOLIDAYS**, enter “0” in place of holiday **START DATE** then **EXIT “\*”**.  
**START** and **END DATE** are the same for a **ONE DAY HOLIDAY**.  
For information on the total number of programmable holidays, see page 30.  
**HOLIDAY SCHEDULING MUST BE MAINTAINED YEARLY.**  
**PAST HOLIDAYS DO NOT DELETE AUTOMATICALLY.**  
**ENTER “#”** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

This function allows **RESTRICTED ACCESS** to **SELECTED USER GROUPS** without erasing the group/groups from memory. Once access has been denied to a group/groups then access must be restored using this function.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 1 <input type="text"/> 0 <input type="text"/> *	
3.	Group <input type="text"/> <input type="text"/> * Mgmt. Defined	
4.	Select One: (0) Restore Access <input type="text"/> 0 <input type="text"/> *  (1) Deny Access <input type="text"/> 1 <input type="text"/> *	 
5.	Exit <input type="text"/> * See Note	







Function **DENIES ACCESS** to **ALL MEMBERS** of the selected **GROUP**.  
**GGM** cannot be denied access.  
**ENTER “#”** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

**ACCESS** is **DENIED** to **ALL GROUPS** with access levels **LOWER** than the **ENTERED GROUP**. In order to restore access to all groups this function must be used by a manager with a security level equal to or higher than the restricting manager.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 1 <input type="text"/> 1 <input type="text"/> *	
3.	Group Level <input type="text"/> <input type="text"/> * User Defined	
4.	Exit <input type="text"/> * See Note	



The **DEFAULT** for this function is **NO RESTRICTIONS**.  
To **RESTORE** access **ENTER “99”** in the **GROUP LEVEL**.  
**ENTER “#”** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

**Level: Grand Master**

This function will **CLEAR** the **MEMORY** of the lock and/or **CLEAR ALL SCHEDULES, DATE AND TIME**.

Enter **"0"** to **CLEAR ALL USERS, DATE, TIME, SCHEDULES & FUNCTIONS**. (EXCEPT GGM and LOCK ID.)

Enter **"1"** to **CLEAR ALL SCHEDULES, DATE AND TIME**.

To fully reset the lock, see page v.

ENTRIES	VISUAL / AUDIO
1. Valid User Code <input type="text"/> #	
2. Function Number <input type="text"/> 1 <input type="text"/> 6 <input type="text"/> *	
3. VERIFY Function Number <input type="text"/> 1 <input type="text"/> 6 <input type="text"/> *	
4. Select One: (0) CLEAR ALL MEMORY Except GGM & Lock ID <input type="text"/> 0 <input type="text"/> *  (1) CLEAR ALL SCHEDULES DATE & TIME <input type="text"/> 1 <input type="text"/> *	  
5. Exit See Note <input type="text"/> *	

**Note**

**DATE** and **TIME** are lost when clearing the memory.

**ALL** other **USER, FUNCTIONS** and **SCHEDULES** are **RETURNED** to factory **DEFAULT "0"**.

To fully reset the lock, see page v.

**ENTER "#"** to return to **FUNCTION NUMBER (Step 2)** and continue programming.

**IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.**

**Level: Security Guard Group**

Function **DISPLAYS** the **BATTERY STATUS** using the **LED DISPLAY** on the keypad as shown below. This makes regular maintenance as easy as possible. Battery status will also be displayed on audit trail.

**DO NOT USE LITHIUM BATTERIES.**

For more information on batteries, see Battery Information (Page iv).

ENTRIES	VISUAL / AUDIO
1. Valid User Code <input type="text"/> #	
2. Function Number <input type="text"/> 1 <input type="text"/> 7 <input type="text"/> *  FULL GOOD LOW CHANGE	      
3. Exit See Note <input type="text"/> *	

**Note**

Lock should be **TESTED** under **NORMAL** atmospheric **CONDITIONS**, as **EXTREME HEAT** or **COLD** will influence battery readings.





For more information on batteries, see Battery Information on page iv.

**ENTER "#"** to return to **FUNCTION NUMBER (Step 2)** and continue programming.

**IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.**

Level: Master

This function **SETS** the time the lock will **REMAIN OPEN** to allow access. The time **INTERVAL** may vary between **1-9 SECONDS**. Shorter open times help to prevent tailgating. If user opens the door within the set time, access will be granted.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div><div>#</div></div>	
2.	Function Number <div><div>1</div><div>8</div><div>*</div></div>	
3.	Set Time <div><div></div><div>*</div><div>1 to 9 Seconds</div></div>	
4.	Exit <div><div>*</div></div> <div>See Note</div>	








**Note**  
The **DEFAULT** for this function is **3 SECONDS**.  
**ENTER “#”** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

**Manual Passage Mode** is designed to allow free access to the door.  
There are two types of passage mode:  
1. Entered at the door.  
2. Schedule Passage Mode. (*See Func. 05.*)

To **CLOSE** the passage function and return the door to its normal security level, enter **"0"**.  
To **OPEN** the passage function, enter **"1"**.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div><div>#</div></div>	
2.	Function Number <div><div>3</div><div>0</div><div>*</div></div>	
3.	Select One: <div>(0) CLOSE <div><div>0</div><div>*</div></div></div> <div>(1) OPEN <div><div>1</div><div>*</div></div></div>	 
4.	Exit <div><div>*</div></div> <div>See Note</div>	



**Note**  
There is **NO** additional **POWER USAGE** while the door is in passage mode.  
The **DEFAULT** for this function is **"0" CLOSE**.  
Function can be used to **OVERRIDE SCHEDULED PASSAGE MODE** by entering **"0"** Closed.  
**ENTER “#”** to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.



Level: Grand Master

This function will override the set schedule, denying **USERS** access until a user with a **MINIMUM ACCESS OF SUPERVISOR (02-04)** enters their code. After a supervisor enters their code, the schedule will resume from that point.

To **DISABLE** the first supervisor function, enter "0".

To **ENABLE** the first supervisor function, enter "1".

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div><div>#</div></div>	<div><div>G</div><div>Y</div><div>G</div></div>
2.	Function Number <div><div>3</div><div>1</div><div>*</div></div>	<div><div>G</div></div>
3.	Select One: <div><div>(0) DISABLE</div><div><div>0</div><div>*</div></div></div> <div><div>(1) ENABLE</div><div><div>1</div><div>*</div></div></div>	<div><div>G</div></div> <div><div>G</div></div>
4.	Exit See Note <div><div>*</div></div>	<div><div>G</div><div>Y</div><div>R</div></div>



Note

The **DEFAULT** for this function is "0" **DISABLED**.  
At **0000 HOURS** this function **RESETS**.  
**ENTER "#"** to return to **FUNCTION NUMBER (Step 2)** and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Grand Master

Function allows a **SHORTER LENGTH OF CODE** to be entered by the user to gain access. When **ENABLED**, user enters their **PIN** number **FOLLOWED BY "\*"**.

The **POSSIBLE PROBLEMS** this function poses are:

- **SECURITY** of the lock is **COMPROMISED** by fewer possible entries;
- Possibility of **DUPLICATE PIN NUMBERS**;
- **AUDIT TRAIL** is **NOT RELIABLE** with this function due to restricted retrieval information.

To **ENABLE** the **PIN ONLY**, enter "0".

To **ENABLE** the **UID & PIN**, enter "1".

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <div><div></div><div>#</div></div>	<div><div>G</div><div>Y</div><div>G</div></div>
2.	Function Number <div><div>3</div><div>2</div><div>*</div></div>	<div><div>G</div></div>
3.	Select One: <div><div>(0) PIN ONLY</div><div><div>0</div><div>*</div></div></div> <div><div>(1) UID &amp; PIN</div><div><div>1</div><div>*</div></div></div>	<div><div>G</div></div> <div><div>G</div></div>
4.	Exit See Note <div><div>*</div></div>	<div><div>G</div><div>Y</div><div>R</div></div>



Note

The **DEFAULT** for this function is "1" (**UID and PIN REQUIRED** for entry).  
User **MUST** enter **PIN NUMBER** and **"\*"** to gain access.  
**ENTER "#"** to return to **FUNCTION NUMBER (Step 2)** and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Grand Master

The function **REQUIRES 2 VALID USER CODES** to be entered in order to gain access. For higher security restrictions, this function can also be set to require one of the codes to be of Management Level. When set for this option, the first user will enter their code followed by the “\*”, the next user will have 5 seconds to enter their code and the “\*” before being timed out.

Enter “0” (E72 default) for **ONE VALID USER CODE** to gain access.

Enter “1” for **TWO VALID USER CODES** to gain access.

Enter “2” for **TWO VALID USER CODES, ONE MUST BE A MANAGEMENT LEVEL CODE** to gain access.

ENTRIES	VISUAL / AUDIO
1. Valid User Code	<div><div></div><div>#</div></div> <div><div>G</div><div>Y</div><div>G</div></div>
2. Function Number	<div><div>3</div><div>3</div><div>*</div></div> <div><div>G</div></div>
3. Select One:	
(0) SINGLE USER	<div><div>0</div><div>*</div></div> <div><div>G</div></div>
(1) TWO VALID USERS	<div><div>1</div><div>*</div></div> <div><div>G</div></div>
(2) MANAGER & USER	<div><div>2</div><div>*</div></div> <div><div>G</div></div>
4. Exit See Note	<div><div>*</div></div> <div><div>G</div><div>Y</div><div>R</div></div>



Note

The **DEFAULT** for this function is “0” **SINGLE USER**.  
**ENTER “#”** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Master

**LOCK AUDIO** is designed to give an audio feedback from internal sounding unit. The lock **keypad** has an audible click which sounds at all times with every keystroke.

ENTRIES	VISUAL / AUDIO
1. Valid User Code	<div><div></div><div>#</div></div> <div><div>G</div><div>Y</div><div>G</div></div>
2. Function Number	<div><div>3</div><div>4</div><div>*</div></div> <div><div>G</div></div>
3. Select One:	
(0) Audio OFF	<div><div>0</div><div>*</div></div> <div><div>G</div></div>
(1) Audio ON	<div><div>1</div><div>*</div></div> <div><div>G</div></div>
4. Exit See Note	<div><div>*</div></div> <div><div>G</div><div>Y</div><div>R</div></div>



Note

The **DEFAULT** for the **LOCK AUDIO** function is “0” **AUDIO OFF**.  
**ENTER “#”** to return to **FUNCTION NUMBER** (Step 2) and continue programming.






IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Grand Master

**THIS FUNCTION IS ONLY INTENDED FOR USE IN BATTERY POWERED UNITS.**  
In case the low battery warning goes unnoticed, (See *Battery Information page iv*) and the lock runs out of power, this function ensures that the E72 will fail in a secured state. At that time, a key will be required to open the E72. If this function is not used, the lock will fail in the last state the lock was in.  
**EGRESS IS ALWAYS PERMITTED.**

**TO ENABLE** Fail Secure, enter "0". This will set a **POWER RESERVE** to **ENSURE** the lock will fail **CLOSED**.

**TO DISABLE** Fail Secure, enter "1". This will allow the lock to fail in its last state - either open or closed.

ENTRIES	VISUAL / AUDIO
1. Valid User Code <div><div></div>#</div>	<div></div>
2. Function Number <div>36*</div>	<div></div>
3. Select One: <div>(0) FAIL SECURE (ENABLED) <div>0*</div></div> <div>(1) DISABLE <div>1*</div></div>	<div></div> <div></div>
4. Exit See Note <div>*</div>	<div></div>



**Note**  
The **DEFAULT** for this function is "1" **DISABLED**.  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.






IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Grand Master

This function increases the **SECURITY** of the lock by **REVERSING** the **TERMINATOR** and **PROGRAMMING KEYS**. This reversal adds another level of complexity to any attempt at hacking codes. (For more information on the terminators, see page iii.)

**To USE DEFAULT**, enter "0". ("\*" is the terminator and "#" is the programming key)

**To ENABLE REVERSE**, enter "1" ("#" is the terminator and "\*" is the programming key).

ENTRIES	VISUAL / AUDIO
1. Valid User Code <div><div></div>#</div>	<div></div>
2. Function Number <div>37*</div>	<div></div>
3. Select One: <div>(0) DEFAULT "*" <div>0*</div></div> <div>(1) REVERSED "#" <div>1*</div></div>	<div></div> <div></div>
4. Exit See Note <div>*</div>	<div></div>







**Note**  
The **DEFAULT** for this function is "0" "\*" as terminator.  
**ENTER "#"** to return to **FUNCTION NUMBER** (Step 2) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Security Guard

This function will take the information stored in the IDT and upload and update the E72's memory. Any changes made at the door via the keypad and not updated in the computer will be lost once the update is complete. For further instruction on the uses of the IDT or software, refer to the IDT instruction manual.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number    1 4 *	
3.	Wait For Upload to be Completed    See Hand Held Device	
4.	Exit    *	







ALL existing **SCHEDULE INFORMATION** not updated in the computer will be lost upon upload.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

Level: Security Guard

Function will **DOWNLOAD** the E72 audit trail to the IDT. The number of events downloaded are user defined but limited to your upgrade option. For the standard E72, the maximum number of downloadable events are 64.

After a download, the IDT display will show: battery status, lock ID and serial number.  
For the maximum number of downloadable events, see the chart on page 30.

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number    1 5 *	
3.	Enter Number of Events to be Downloaded <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> *	
4.	Exit    *	



Consult page 30 for maximum number of downloadable events.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

**Level: Master**

This function is used to upgrade the memory of your E72. Here are the steps.

**1. Obtain the lock serial number.**

The serial number is printed on the exterior backplate of the E72.

Or, using the IDT, the serial number appears on the IDT display, as well as, on the header of the audit trail (*Func. 15*).

**2. Obtain upgrade code.**

Call SDC at 1-805-494-0622 with your serial number. An SDC customer service representative will take your order and fax back/call back with your upgrade code. Please retain your upgrade code for your records.

**OR**

Call your local SDC distributor with your serial number. They will obtain your upgrade code and fax back/call back with your upgrade code. Please retain your upgrade code for your records.

**3. Install upgrade number into the E72.**

Using this function, enter your upgrade code from the back of your upgrade card.

**Note: By upgrading the E72's memory, the lock will reset to the factory defaults. All information currently stored in the memory will be lost.** It is recommended before updating your memory, use the IDT to download an audit trail (*Func. 15*). This will allow you to use the information later to update the E72's memory. After the upgrade is complete, the E72 is re-initialized and the

	ENTRIES	VISUAL / AUDIO
1.	Valid User Code <input type="text"/> #	
2.	Function Number <input type="text"/> 2 <input type="text"/> 0 <input type="text"/> *	
3.	Enter Upgrade Number <input type="text"/> * Manufacturer Supplied	
4.	Exit See Note <input type="text"/> *	



**Note**

UPGRADES are **PERMANENT** even if lock is reset.

**LOCK SERIAL NUMBER REQUIRED.**

**LOCK CANNOT** be **DOWNGRADED**.

ENTER “#” to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

**Level: Grand Master**

This function **PREVENTS IR** transmission between the lock and the **IDT** Upload/Download device for extra security.

To **DISABLE** the IR Interrupt, enter “0”.

To **ENABLE** the IR Interrupt, enter “1”.

	ENTRIES	VISUAL / AUDIO
1.	Valid Code <input type="text"/> #	
2.	Function Number <input type="text"/> 3 <input type="text"/> 5 <input type="text"/> *	
3.	Select One:  (0) DISABLE <input type="text"/> 0 <input type="text"/> *  (1) ENABLE <input type="text"/> 1 <input type="text"/> *	 
4.	Exit See Note <input type="text"/> *	



**Note**

The **DEFAULT** for this function is “0” **DISABLED**.

ENTER “#” to return to **FUNCTION NUMBER** (*Step 2*) and continue programming.

IF ERROR ON ENTRY OR NO ENTRY IN 5 SECONDS, LOCK WILL TIME-OUT. BEGIN AT STEP 1.

## Standard Time      Military Time

1:00 a.m.....	0100
2:00 a.m.....	0200
3:00 a.m.....	0300
4:00 a.m.....	0400
5:00 a.m.....	0500
6:00 a.m.....	0600
7:00 a.m.....	0700
8:00 a.m.....	0800
9:00 a.m.....	0900
10:00 a.m.....	1000
11:00 a.m.....	1100
12:00 p.m. Noon.....	1200
1:00 p.m. ....	1300
2:00 p.m. ....	1400
3:00 p.m. ....	1500
4:00 p.m. ....	1600
5:00 p.m. ....	1700
6:00 p.m. ....	1800
7:00 p.m. ....	1900
8:00 p.m. ....	2000
9:00 p.m. ....	2100
10:00 p.m. ....	2200
11:00 p.m. ....	2300
12:00 a.m. Midnight.....	2400

## Programming Category Maximum Quantities\*

Category	E72-64	E72-150	E72-300
Valid Users	64	160	320
Audit Trail	64	832	1,600
Temporary Users	32	64	64
Holidays	16	24	32
Scheduled Events	64	96	160
Denied Groups	96	96	96

\* Further upgrades available, consult factory.

<b>Access code</b>	Numeric or alphanumeric data which when correctly entered into a keypad, allows authorized entry into a controlled area without causing an alarm condition.
<b>Access control</b>	The control of persons, vehicles and materials through entrance and exit of a protected area utilizing hardware systems specialized procedures to control and monitor the movement into, out of or within the protected area.
<b>Audit trail</b>	A historical record sequentially accounting for all activities with an access control system. Such a record allows reconstruction and analysis of events during a given time period.
<b>Card reader</b>	A device that scans or reads encoded information in or on access control cards.
<b>ESD</b>	Electro Static Discharge
<b>Fail safe lockset</b>	A type of lock set that automatically unlocks when a power failure occurs.
<b>Fail secure lockset</b>	A type of lock set that automatically locks when a power failure occurs.
<b>Infrared (IR)</b>	Light waves that are too low frequency to be seen by the unaided human eye.
<b>Keypad</b>	A device for inputting information into a computer controlled system for the purposes of arming and disarming an alarm system or operating an access control system.
<b>Magnetic card</b>	A type of access control card with a data encoded strip of magnetic material.
<b>Personal Identification Number (PIN)</b>	This number can be a combination of digits and letters, increasing the overall number code possibilities.
<b>Proximity card</b>	A radio frequency based card technology that utilizes a microcircuit which when present to a proximity reader, activates the cards circuitry, thus transmitting the data stored in the card.
<b>Smart card</b>	An identification card containing an integrated circuit allowing it to receive and store data, which gives it limited microprocessor intelligence.
<b>Tailgating</b>	In access control, tailgating is the act of one or more individuals entering a controlled area by using a single card or code. Also known as piggybacking.
<b>User Identification Number (UID)</b>	A unique number assigned to each user. The UID has a length 3 to 4 digits. The I.D. number will show up in the audit trail showing that user's history of events for that lock.
<b>Terminator</b>	The default setting for the lock has the "*" key acting as the terminator which functions are similar to the "enter" key on a standard computer keyboard.
<b>Programming key</b>	The lock default setting has the "# " key as the programming key, note that the "#" key is used during the initialization process for the lock GGM.
<b>Valid user code</b>	A valid user code is a users' UID and PIN number, the user must also have the correct security level to complete the function desired.



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